

Listing of the Claims:

1. (Currently Amended) A game machine, comprising:
- shift and display means for shifting and displaying a plurality of rows each having a plurality of symbol marks thereon;
- prize winning state determining means for determining a prize winning state based on random number lottery;
- stop control means for controlling the stop of said shift and display means to have a [predetermined] set of symbol marks shifted and displayed on the basis of said prize winning state determined by said prize winning state determining means ; [the information in the current notifying state being information about the game currently being played]
- notifying means for notifying a game player of [notifying] information in [notifying] game states including a current [notifying] game state and subsequent [notifying] game states following said current [notifying] game state, while the game player is enjoying games including a current game and subsequent games following said current game, the information in the current game state being information about the game currently being played;
- said notifying means notifying the game player of information in the current game state while the current game is being played before the shift and display means is stopped at the end of the current game to have a set of symbols displayed; and
- subsequent [notifying] game state determining means for determining and selecting in advance said subsequent notifying states in said current game on the basis of said current notifying state to be informed by said notifying means.

2. (Currently Amended) A game machine as set forth in claim 1, which further comprises:

second notifying means provided separately from said first mentioned notifying means to notify a game player of [notifying] information in [a] the current notifying game state; and

second [notifying] game state determining means for determining and selecting in advance said current [notifying] game states on the basis of said subsequent [notifying] game states determined by said subsequent [notifying] game state determining means.

D²
cont.
3. (Currently Amended) A game machine as set forth in claim 1, formed with a medal inserting slot, and in which said notifying means is operative to notify the game player of said [notifying] game state determined by said subsequent [notifying] game state determining means when said current or subsequent game starts with a game medium inserted in said medal inserting slot.

4. (Currently Amended) A game machine as set forth in claim 1, in which when said current [notifying] game state in said current game is identical to said subsequent [notifying] game states in said subsequent games, said notifying means continues to notify the game player of said identical [notifying] game state without interruption.

5. (Currently Amended) A game machine as set forth in claim 1, in which [said notifying] the information notified by said notifying means is correspondent to specified prize winning state determined by said prize winning state determining means.

6. (Currently Amended) A game machine as set forth in claim 5, in which said notifying means is operative to notify the game player of said [notifying] game state corresponding to said prize winning state at a predetermined probability.

D²
7. (Original) A game machine as set forth in claim 5, in which said prize winning state is any of big inner winning state or medium winning state.

Concl.
8. (Original) A game machine as set forth in claim 1, in which said game machine is a slot machine or a pinball machine.

9. (Currently Amended) A game machine as set forth in claim 1, in which said [notifying] game states are respectively indicated by numbers, which further comprises storage means for storing variation values each showing relationship between said current [notifying] game state and said subsequent [notifying] game state, whereby said subsequent [notifying] game state determining means is operative to determine and select said subsequent [notifying] game states with reference to a variation value selected by a lottery operation from among said variation values stored in said storage means.
